REMARKS

Claims 1-25 are pending. By this Amendment, claims 1, 9, 15, 16, and 19 are amended and claims 22-25 are added. No new matter is added.

Claims 1, 9, 15, and 20 are amended to clarify the recited subject matter. Claim 16 is amended to revise its format. Support for new claims 22-25 is found, for example, in paragraph [0024] of the Disclosure.

For the following reasons, reconsideration is respectfully requested.

REJECTION UNDER 35 U.S.C. §103:

On page 2, item 8 of the Office Action, claims 1-21 are rejected under 35 U.S.C. §103(a) as being unpatentable over Moock (NPL, The Art of Flash 5 Preloading, 05/29/2001, O'REILLY, pgs 1-13), in view of Chun (NPL, Flash 5 Advanced for Windows and Macintosh; Visual QuickPro Guide, 12/29/2000, Peachpit Press, pgs. 1-24). The rejection is respectfully traversed.

By way of review, if an applet is displayed within a markup document, the markup document may be displayed before the applet is able to be displayed. In such cases, a message that the applet is initializing may be displayed on a portion of the displayed markup document. The portion in the markup document will eventually display the applet, but the user would have spent some time peering at a displayed markup document without an applet image. This invention is directed to delaying the display of the markup document until the applet can be displayed within the markup document synchronously and/or simultaneously, for example.

Specifically, claim 1 recites a <u>method of displaying a markup document and a linked applet within the markup document</u>, the method comprising <u>delaying display of image output information for the markup document</u> using image output delay information used to delay display of the markup document, and included in the applet or the markup document, and <u>synchronizing</u> the delayed image output information for the markup document with applet output information for the applet linked to the markup document, when rendering of the applet is completed, such that the delayed image output information for the markup document and the applet output information for the applet are displayed simultaneously.

Also, claim 9 recites an information storage medium controlling a computer <u>to display a markup document and a linked applet within the markup document</u>, comprising the markup document; and the applet linked to the markup document, wherein the applet or the markup document includes markup image output delay information used to <u>delay display of the markup document</u> such that image output information of the markup document and applet output

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information of the applet are <u>synchronized</u> to be displayed simultaneously.

Also, claim 15 recites a computer system with a display device <u>to display a markup document and a linked applet within the markup document</u>, comprising a presentation engine, which interprets the markup document to provide image output information for the markup document; and an applet executing engine, which interprets the applet linked to the markup document to provide an applet output, wherein the presentation <u>engine delays display of the image output information for the markup document</u> using image output delay information used to delay display of the markup document, and included in the applet or the markup document, and <u>synchronizes</u> and outputs the delayed image output information of the markup document and the applet output to the display device for simultaneous display, when an output control signal indicating completion of rendering of the applet output is input from the applet executing engine.

Also, claim 19 recites a computer system with a display <u>device to display a markup document image and a linked applet image within the markup document image</u>, comprising a programmed computer processor to control <u>synchronous</u> output of the markup document image including the linked applet image to the display device, according to display control information included in the markup document and/or in the applet, so that the markup document image and the linked applet image are displayed simultaneously as a markup image.

Specifically, Moock, in view of Chun, fails to disclose or suggest display of a markup document and a linked applet <u>within</u> the markup document, as called for in claims 1, 9, 15, and 19. Further, Moock, in view of Chun, fails to disclose or suggest delay of display of the markup document to synchronize the display of the markup document and the applet, as called for in claims 1, 9, and 15.

Instead, Moock discloses a flash preloading technique to simply pause playing of an .swf file (that is, a flash file) until some amount of data is downloaded prior to starting the playback of the movie so that a user need not wait to start viewing the movie until the entire movie is downloaded (see, for example, page 1, paragraph 1 of Moock). Once a sufficient amount of data is buffered, the data is output. For example, Moock discloses that a sufficient amount of animation or sound is buffered before being played. In other words, Moock simply pauses downloading of the .swf file, then continues the downloading of the .swf file after buffering. While the user watches the movie, the remainder of the movie is downloaded.

Moock uses such preloading techniques for a single movie (see, for example, page 1, paragraph 3 of Moock), multiple movies (see, for example, page 8, paragraph 4 of Moock), attached sounds (see, for example, page 11, paragraph 5 of Moock), and XML and loaded variables (see, for example, page 12, paragraph 6 of Moock). To preload XML and the variables

in Moock, a callback handler is used automatically when the Flash finishes loading and parsing the XML document. if the load of the XML document is requested, then the movie is sent to a frame with a loading message and waited for a handler to advise that it is safe to resume playback (e.g., the process the data and display it) (page 12, paragraph 7 of Moock).

In Moock, the .swf file (the flash file) is a self-contained with graphics, sound, movie clips, buttons, and scripts, all dispersed across the frames of its main timeline (see, page 1, paragraph 2, of Moock). Accordingly, the various graphics, sound, movie clips, buttons, and scripts are reproduced according to its location within the main timeline of the .swf file. The various graphics, sound, movie clips, buttons, and scripts of the .swf file would not be individually delayed to be synchronized.

In other words, Moock discloses a flash player that simply plays flash movies after a short buffering delay. Moock does not disclose displaying a markup document and a linked applet within the markup document. Also, Moock does not disclose delaying of the markup document for synchronized display with the linked applet.

In the Office Action, Chun is applied as providing the element lacking in Moock, which is an HTML used with the flash applet. However, it is respectfully submitted that Chun fails to provide the features lacking in Moock because Chun simply discloses integrating HTML pages inside a flash movie, and preserving the formats of the HTML pages that have been integrated into the flash movie (see, for example, page 3, paragraph 1 of Chun). By being integrated into a flash movie, the HTML pages are simply displayed by the flash player in the disclosure of Chun. There is no disclosure or suggestion in Chun of displaying a markup document and a linked applet within the markup document, or delaying of the markup document for synchronized display with the linked applet.

Furthermore, Moock and Chun are directed to flash files, which are different from an applet recited in claims 1, 9, 15, and 19. A flash is a type of an animation program, while an applet is a type of a programming language executed in a Java Virtual Machine. A difference between the flash file and the applet is evident in the fact that for the flash file, frame by frame synchronizing is available since the flash file is made frame by frame. However, in an applet, synchronizing is unavailable until the entire code of the applet is interpreted in the Java Virtual Machine since the applet in Java is made by a programming language. Accordingly, because the flash is different from the applet, as discussed above, and as shown by the applied references to Moock and Chun, the flash of the references do not correspond to the applet recited in claims 1, 9, 15, and 19. Thus, it is unreasonable to equate the flash of the references with the applet recited in claims 1, 9, 15, and 19.

Accordingly, none of Moock, Chun, or their combination discloses each and every feature of claims 1, 9, 15, and 19, and claims 1, 9, 15, and 19 are patentably distinguishable over the applied references and their combination. Claims 2-8, which depend from claim 1, claims 10-14, which depend from claim 9, claims 16-18, which depend from claim 15, and claims 20 and 21, which depend from claim 19, are also patentably distinguishable over the applied references and their combination for at least the reasons discussed above, and for the additional features they recite.

Withdrawal of the rejection is respectfully requested.

NEW CLAIMS:

New claims 22-25 are patentably distinguishable over the applied references and their combination for at least the reasons discussed above, and for the additional features they recite. Consideration and allowance are respectfully requested.

CONCLUSION:

There being no further outstanding objections or rejections, it is submitted that the application is in condition for allowance. An early action to that effect is courteously solicited.

Finally, if there are any formal matters remaining after this response, the Examiner is requested to telephone the undersigned to attend to these matters.

If there are any additional fees associated with filing of this Amendment, please charge the same to our Deposit Account No. 503333.

Respectfully submitted,

STEIN, MCEWEN & BUI, LLP

Date: _8/14/2007_   By: _Seth S. Kim_

Seth S. Kim
Registration No. 54,577

1400 Eye St., NW
Suite 300
Washington, D.C. 20005
Telephone: (202) 216-9505
Facsimile: (202) 216-951